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Subject: Re: About Painter vs OpenGL

Posted by [raxvan](#) on Sat, 05 Mar 2011 16:45:51 GMT

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I think all recent mobile devices have "gpu" acceleration (trough opengl ES). In this case it would be stupid not to use it for gui as it is more efficient than cpu, thus making the battery last longer.

In my opinion there really is no other outcome in the future: all user interfaces will be accelerated in some way: openGL, openCL,etc; I know that porting current technology to that is really hard right now, but this should not be left aside.

Raxvan.

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